```
if (condition)
{
   Do Something 1
}
else
{
   Do Something 2
}
```

Illustration 1:

1. In Illustration 1 any something can be used as the condition. What is that?
   A. Statement
   B. Expression
   C. Formula
   D. Equation

2. In Illustration 1 what happens if the condition is true?
   A. Do Something 2
   B. Nothing
   C. All
   D. Do Something 1

3. In Illustration 1 the condition is tested for what?
   A. Assignment
   B. Result
   C. True/False
   D. Equation

4. In Illustration 1 what happens if the condition is false?
   A. Nothing
   B. Do Something 2
   C. All
   D. Do Something 1

5. In Illustration 1 what happens if the condition is 5?
   A. Nothing
   B. All
   C. Do Something 2
   D. Do Something 1

6. In Illustration 1 what happens if the condition is -5?
   A. Nothing
   B. All
   C. Do Something 1
   D. Do Something 2

7. In Illustration 1 what happens if the condition is 'A'?
   A. Nothing
   B. Do Something 2
   C. Do Something 1
   D. All

8. In Illustration 1 what happens if the condition is 0?
   A. Nothing
   B. Do Something 1
   C. All
   D. Do Something 2

9. In Illustration 1 what happens if the condition is 1?
   A. Nothing
   B. Do Something 2
   C. Do Something 1
   D. All

```
if (test) statement;
```

Illustration 2:

10. In Illustration 2 the statement has to fit on how many lines?
    A. Many
    B. 2
    C. 3
    D. 1

11. In Illustration 2 if statement is enclosed in braces, how many lines can it have?
    A. Some
    B. 2
    C. Unlimited
    D. 1

```
if (C1)
   printf("1");
if (C2)
   printf("2");
if (C3)
   printf("3");
```

Illustration 3:

12. In Illustration 3 what is printed if C1=1, C2=0, C3=0?
    A. Nothing
    B. 3
    C. 2
    D. 1

13. In Illustration 3 what is printed if C1=1, C2=1, C3=1?
    A. 123
    B. 1
    C. 12
    D. 23

14. In Illustration 3 what is printed if C1=1, C2=2, C3=0?
    A. 13
    B. 3
    C. 2
    D. 12

15. In Illustration 3 what is printed if C1=0, C2=0, C3=1?
    A. 1
    B. 12
    C. 3
    D. 123

```
if (C1)
{
   printf("1");
   if (C2)
   {
      printf("2");
      if (C3)
      {
         printf("3");
      }
   }
}
```

Illustration 4:

16. In Illustration 4 what type of 'if' construction is this called?
    A. Chained
    B. Sequential
    C. Nested
    D. Switched

17. In Illustration 4 suppose C1=1, C2=0, C3=1, what is printed?
    A. 3
    B. 2
    C. 1
    D. nothing

18. In Illustration 4 suppose C1=1, C2=2, C3=0, what is printed?
    A. 1
    B. 12
    C. 13
    D. 123

19. In Illustration 4 suppose C1=1, C2=1, C3=1, what is printed?
    A. 1
    B. 12
    C. 13
    D. 123

20. In Illustration 4 suppose C1=1, C2=2, C3=-3, what is printed?
    A. 123
    B. 1
    C. 12
    D. 13

```
1. if (C1)
2. {
3.    printf("1");
4. }
5. else
6. {
7.    if (C2)
8.    {
9.       printf("2");
10.   }
11.   else
12.   {
13.      if (C3)
14.      {
15.         printf("3");
16.      }
17.      else
18.      {
19.          printf("4);
20.      }
21.   }
22.}
```

Illustration 5:

21. In Illustration 5 what is printed if C1=1, C2=1, C3=1?
    A. 3
    B. 2
    C. 1
    D. 4

22. In Illustration 5 what is printed if C1=0, C2=0, C3=1?
    A. 1
    B. 2
    C. 4
    D. 3

23. In Illustration 5 what is printed if C1=0, C2=0, C3=0?
    A. 4
    B. 3
    C. 1
    D. 2

24. In Illustration 5 what is printed if C1=0, C2=1, C3=0?
    A. 4
    B. 3
    C. 1
    D. 2

```
for(initialization; condition; increment) statement;
```

Illustration 6:

25. In Illustration 6 what will stop the loop from processing the statement?
    A. True condition
    B. False statement
    C. Negative increment
    D. False condition

26. In Illustration 6 the general form of a '**for**' loop statement is shown. Consider the sequence of events as the loop is processed (hint: consider the flow chart for a '**for**' loop). What is the first thing done?
    A. initialization
    B. condition
    C. Incremente
    D. statement

27. In Illustration 6 what is the second thing done
    A. or
    B. initialization
    C. increment
    D. condition

28. In Illustration 6 if the condition is true, what is done?
    A. initialization
    B. statement
    C. condition
    D. increment

29. In Illustration 6 if the condition is false, what is done?
    A. initialization
    B. exit
    C. increment
    D. statement

30. In Illustration 6 once the statement is completed, what is done then?
    A. exit
    B. condition
    C. increment
    D. initialization

31. In Illustration 6 following the step above, what is done next?
    A. condition
    B. exit
    C. statement
    D. increment

32. In Illustration 6 following the step above, how can the statement be done again?
    A. zero condition
    B. statement
    C. non-zero condition
    D. not exit

```
for (i=0; i<16; i++) statement;
```

Illustration 7:

33. In Illustration 7 during the time when statement is processed, what is the last value of '**i**'?
    A. 15
    B. 16
    C. 0
    D. 1

34. In Illustration 7 what has to be used if statement needs more than one line?
    A. brackets []
    B. parenthesis ()
    C. carrets <>
    D. braces {}

35. In Illustration 7 how many times will statement be processed?
    A. 16
    B. 15
    C. 17
    D. 0

36. In Illustration 7 during the time when statement is processed, what is the first value of '**i**'?
    A. 1
    B. 0
    C. 16
    D. 15

37. In Illustration 7 after the loop is processed, what is the exit value of '**i**'?
    A. 15
    B. 0
    C. 16
    D. 1

38. In Illustration 7 is '**i**' uses what type of increment?
    A. post
    B. pre
    C. additive
    D. subtractive

```
for (i=0; i<12; i+=5) statement;
```

Illustration 8:

39. In Illustration 8 how many times will statement be processed?
    A. 0
    B. 3
    C. 12
    D. 5

```
for (i=100; i !=65; i-=5) statement;
```

Illustration 9:

40. In Illustration 9 how many times will statement be processed?
    A. 65
    B. 100
    C. 7
    D. 5

```
for (i=0; i<20; i++)
{
    switch(i)
    {
        case 13:
            printf("First match");
            break;
        case 18:
            printf("Second match");
            break;
        case 5:
            printf("Third match");
            break;
       default:
            printf("Default match");
    }
}
```

Illustration 10:

41. In Illustration 10 the switch variable has to be what data type?
    A. char
    B. float
    C. double
    D. int

42. In Illustration 10 when is **"First match"** printed?
    A. case = 13
    B. i < 20
    C. case > 13
    D. i = 13

43. In Illustration 10 when is **"Second match"** printed?
    A. case = 18
    B. i = 18
    C. case < 5
    D. i >= 18

44. In Illustration 10 when is **"Third match"** printed?
    A. case = 5
    B. i = 5
    C. case != 18
    D. i != 5

45. In Illustration 10 when is **"Default match"** printed?
    A. case != 13
    B. all other values of case
    C. all other values of i
    D. last value of i

R10919